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1. One notable obstacle I overcame was determining what each class accomplished in relation to the game. For example, I wasn’t sure which class the score for players was meant to be updated. I figured this out by looking closely at the given code and debugging line by line to figure out how the game skeleton worked. I think this was particularly difficult because I am used to working with code that I wrote and am comfortable with working with.
2. Test cases:

assert(p.getScore() == 0);

assert(p.getTotal() == 0);

assert(p.roll(6) == 6);

assert(p.getScore() == 6);

assert(p.roll(5) == 5);

assert(p.getScore() == 11);

p.endTurn();

assert(p.getScore() == 0);

assert(p.getTotal() == 11);

assert(p.roll(4) == 4);

assert(p.getScore() == 4);

assert(p.roll(5) == 5);

assert(p.getScore() == 9);

assert(p.roll(6) == 6);

assert(p.getScore() == 15);

p.endTurn();

assert(p.getScore() == 0);

assert(p.getTotal() == 26);

assert(p.roll(4) == 4);

assert(p.getScore() == 4);

assert(p.roll(5) == 5);

assert(p.getScore() == 9);

assert(p.roll(1) == 1);

assert(p.getScore() == 0);

assert(p.getTotal() == 26);

//test code for Board

assert(board.getComputerTotal() == 0);

assert(board.getHumanTotal() == 0);

assert(board.getRolledValue() == 0);

assert(board.getComputerScore() == 0);

assert(board.getHumanScore() == 0);

assert(board.isHumanWinner() == false);

assert(board.isHumanTurn() == true);

assert(board.isGameOver() == false);

board.setComputerTurn();

board.setComputerTotal(1);

board.setComputerScore(2);

board.setHumanTurn();

board.setHumanScore(3);

board.setHumanTotal(4);

board.setRolledValue(7);

assert(board.getComputerTotal() == 1);

assert(board.getHumanTotal() == 4);

assert(board.getRolledValue() == 7);

assert(board.getComputerScore() == 2);

assert(board.getHumanScore() == 3);

assert(board.isHumanWinner() == false);

assert(board.isHumanTurn() == true);

assert(board.isGameOver() == false);

// test code for b1 - board's should accept values passed to them

b1.setComputerTurn();

b1.setComputerTotal(21);

b1.setComputerScore(22);

b1.setHumanTurn();

// no changes allowed if it isn't your turn...

b1.setComputerTotal(50);

b1.setComputerScore(50);

assert(b1.getComputerTotal() == 21);

assert(b1.getComputerScore() == 22);

b1.setHumanScore(23);

b1.setHumanTotal(24);

b1.setRolledValue(27);

b1.setRolledValue(250);

b1.setGameOver(true);

b1.markComputerAsWinner();

assert(b1.getComputerTotal() == 21);

assert(b1.getHumanTotal() == 24);

assert(b1.getRolledValue() == 250);

assert(b1.getComputerScore() == 22);

assert(b1.getHumanScore() == 23);

assert(b1.isHumanWinner() == false);

assert(b1.isHumanTurn() == true);

assert(b1.isGameOver() == true);

// no board changes allowed if the game is over...

b1.setComputerTurn();

b1.setComputerTotal(50);

b1.setComputerScore(50);

b1.setRolledValue(50);

assert(b1.getComputerTotal() == 21);

assert(b1.getComputerScore() == 22);

assert(b1.getRolledValue() == 250);

//// test code for Game

assert(game.isGameOver() == false);

assert(game.determineGameOutcome() == Pig::GAMEOUTCOME::GAMENOTOVER);

game.humanPlay(5);

game.humanEndTurn();

game.computerPlay(5);

game.computerEndTurn();

assert(game.isGameOver() == false);

assert(game.determineGameOutcome() == Pig::GAMEOUTCOME::GAMENOTOVER);

game.humanPlay(5);

game.humanPlay(5);

game.humanPlay(5);

game.humanEndTurn();

assert(game.isGameOver() == false);

assert(game.determineGameOutcome() == Pig::GAMEOUTCOME::GAMENOTOVER);

game.computerPlay(5);

game.computerPlay(5);

game.computerPlay(5);

game.computerEndTurn();

assert(game.isGameOver() == false);

assert(game.determineGameOutcome() == Pig::GAMEOUTCOME::GAMENOTOVER);

game.humanPlay(5);

game.humanPlay(6);

game.humanEndTurn();

assert(game.isGameOver() == true);

assert(game.determineGameOutcome() == Pig::GAMEOUTCOME::HUMANWONGAME);

// once the game is over, scores can't be changed

game.computerPlay(6);

game.computerPlay(6);

game.computerPlay(6);

game.computerEndTurn();

assert(game.isGameOver() == true);

assert(game.determineGameOutcome() == Pig::GAMEOUTCOME::HUMANWONGAME);